

DB2 - <offline> - Declaration view

"AlarmDB"
Global data block DB 2
Name: Family:
Author: Version: 0.1
Block version: 2
Time stamp Code: 02/21/2012 09:34:23 AM
Interface: 02/21/2012 09:34:23 AM
Lengths (block/logic/data): 00128 00012 00000

Block: DB2

Address	Name	Type	Initial value	Comment
0.0		STRUCT		
+0.0	AlarmAll	BOOL	FALSE	报警汇总
+0.1	AlarmResetFlag	BOOL	FALSE	报警复位标记
+0.2	AlarmNewFlag	BOOL	FALSE	新报警标记
+0.3	AlarmHornResetFlag	BOOL	FALSE	报警消声标记
+2.0	AlarmNums	INT	0	报警数量
+4.0	AlarmBit	ARRAY[1..32]		
*0.1		BOOL		
+8.0	AlarmFP	ARRAY[1..32]		
*0.1		BOOL		
=12.0		END_STRUCT		

FC2 - <offline>

"AlarmFC"

Name:

Family:

Author:

Version: 0.1

Block version: 2

Time stamp Code:

02/21/2012 09:52:14 AM

Interface:

02/21/2012 09:39:08 AM

Lengths (block/logic/data):

00362 00238 00010

Name	Data Type	Address	Comment
IN		0.0	
AlarmDB	Block_DB	0.0	报警DB
AlarmCount	Int	2.0	报警条目
AlarmReset	Bool	4.0	复位按钮
HornReset	Bool	4.1	消声按钮
FlashBit	Bool	4.2	报警闪烁位
OUT		0.0	
AlarmLight	Bool	6.0	报警指示灯
AlarmHorn	Bool	6.1	报警蜂鸣器
IN_OUT		0.0	
TEMP		0.0	
LoopNum	Int	0.0	
PT1	DWord	2.0	
PT2	DWord	6.0	
RETURN		0.0	
RET_VAL		10.0	

Block: FC2

Network: 1

初始化

SET

SAVE

OPN

#AlarmDB

#AlarmDB

-- 报警DB

L

P#4.0

T

#PT1

#PT1

L

P#8.0

T	#PT2	#PT2
L	0	
T	DBW	2
SET		
R	DBX	0.2

Network: 2

	L	#AlarmCount	#AlarmCount	-- 报警条目
NEXT:	T	#LoopNum	#LoopNum	

//计算总的报警条目

A	DBX	[#PT1]	#PT1
S	DBX	0.0	
JNB	M001		
L	DBW	2	
L	1		
+I			
T	DBW	2	
M001:	NOP	0	

//如果没有报警，则复位报警汇总标记位

L	DBW	2
L	0	
==I		
R	DBX	0.0
R	DBX	0.1
R	DBX	0.2

//判断是否有新报警发生

A	DBX	[#PT1]	#PT1
FP	DBX	[#PT2]	#PT2
JNB	M002		
SET			
S	DBX	0.2	
M002:	NOP	0	

L	#PT1	#PT1
L	P#0.1	
+D		
T	#PT1	#PT1

L	#PT2	#PT2
L	P#0.1	
+D		
T	#PT2	#PT2

L	#LoopNum	#LoopNum
LOOP	NEXT	

Network: 3

报警指示灯处理

//如果有报警发生并按下复位按钮则置位报警复位标记

A	DBX	0.0
A	#AlarmReset	#AlarmReset
S	DBX	0.1

-- 复位按钮

```
//报警指示灯输出
O(
A      DBX      0.0
AN     DBX      0.1
A      #FlashBit  #FlashBit      -- 报警闪烁位
)
O(
A      DBX      0.0
A      DBX      0.1
)
=      #AlarmLight  #AlarmLight      -- 报警指示灯
```

Network: 4
报警蜂鸣器处理

```
//如果有报警发生并按下消声按钮则置位消声标记
A      DBX      0.0
A      #HornReset  #HornReset      -- 消声按钮
S      DBX      0.3
//如有新报警，则复位消声标记
A      DBX      0.2
R      DBX      0.3

//报警蜂鸣器输出
A      DBX      0.0
AN     DBX      0.3
=      #AlarmHorn  #AlarmHorn      -- 报警蜂鸣器
```